2026 Rules | Softball Leagues

LAST UPDATED	March 3, 2026

ELIGIBLE LEAGUES BY SEASON

SPRING	FALL
• 08U Softball • 10U Softball • 12U Softball • 14U/16U Softball	• 08U Softball • 10U Softball • 12U Softball • 14U/16U Softball

OVERVIEW

SPRING	FALL
NFHS Fast Pitch Softball rules are used for ALL LEAGUES (08U-16U). The following are local OYO exceptions to the rules.	NFHS Fast Pitch Softball rules are used for ALL LEAGUES (08U-16U). The following are local OYO exceptions to the rules.

OFFICIAL RULES SUMMARY

SPRING	FALL
Rule 1 – Definitions Rule 2 – Playing field Rule 3 – Equipment Rule 4 – Players and Coaches Rule 5 – The Game Rule 6 – Pitching Regulations Rule 7 – Batting Rule 8 – Batter-Runner and Runner Rule 9 – Protests Rule 10 – Umpires Rule 11 – Scoring	Rule 1 – Definitions Rule 2 – Playing field Rule 3 – Equipment Rule 4 – Players and Coaches Rule 5 – The Game Rule 6 – Pitching Regulations Rule 7 – Batting Rule 8 – Batter-Runner and Runner Rule 9 – Protests Rule 10 – Umpires Rule 11 – Scoring

RULE 1 – DEFINITIONS

SPRING	FALL
Base on Balls – A base on balls is not allowed in **08U.** **Bunt**. Bunts are not allowed in **08U.**	**Base on Balls –** A base on balls is not allowed in **08U.** **Bunt**. Bunts are not allowed in **08U.**

RULE 2 – PLAYING FIELD

SPRING

Section 1. Playing Field

Division	08U	10U	12U	14U/16U
Bases	60'	60'	60'	60'
Pitching	35'	35'	40'	43'
Min. Fence	170'	170'	170'	200'
Max. Fence	200'	200'	200'	200'

FALL

Section 1. Playing Field

Division	08U	10U	12U	14U/16U
Bases	60'	60'	60'	60'
Pitching	35'	35'	40'	43'
Min. Fence	170'	170'	170'	200'
Max. Fence	200'	200'	200'	200'

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Section 2. Diamond Layout **A. 08U –** There shall be a pitching circle of radius 8 feet on the infield. The pitching circle shall be centered 35 feet from the back of home plate along a line from home plate to second base. **B. 08U –** The double first base shall be used in this division of play.	**Section 2. Diamond Layout** **A. 08U –** There shall be a pitching circle of radius 8 feet on the infield. The pitching circle shall be centered 35 feet from the back of home plate along a line from home plate to second base. **B. 08U –** The double first base shall be used in this division of play.
RULE 3 – EQUIPMENT	
SPRING	**FALL**
Section 1. The Official Bat **A.** Baseball bats are allowed provided the bat meets the requirements described in the NFHS Rule Book. **B. All Leagues –** On first usage of an illegal bat, the batter shall be declared out. If the ball was put in play, anyone put out is out and all runners not put out are returned to the base occupied before the ball was put into play. Also, both the team and head coach are each issued a warning. Every time an illegal bat is found for the remainder of the game, the batter and acting head coach are ejected and the aforementioned penalty to the batter and baserunners are applied. When the ejected player's turn appears in the lineup, the offensive team is charged an out for that at bat.	**Section 1. The Official Bat** **A.** Baseball bats are allowed provided the bat meets the requirements described in the NFHS Rule Book. **B. All Leagues –** On first usage of an illegal bat, the batter shall be declared out. If the ball was put in play, anyone put out is out and all runners not put out are returned to the base occupied before the ball was put into play. Also, both the team and head coach are each issued a warning. Every time an illegal bat is found for the remainder of the game, the batter and acting head coach are ejected and the aforementioned penalty to the batter and baserunners are applied. When the ejected player's turn appears in the lineup, the offensive team is charged an out for that at bat.
Section 2. The Official Softball **08U and 10U –** An 11" ball shall be used. **12U and 14U/16U –** A 12" ball shall be used.	**Section 2. The Official Softball** **08U and 10U –** An 11" ball shall be used. **12U and 14U/ 16U –** A 12" ball shall be used.
Section 5. Helmets **A. All Leagues. A**ll batters, runners and on-deck batters must wear double earflap, NOCSAE approved batting helmets with face guards. Chin straps are not required. **B. All Leagues.** Any league helmets DEFENSE – If a pitcher's helper is one of the infield positions, player must wear a helmet with attached facemask and heart guard for protection.	**Section 5. Helmets** **A. All Leagues. A**ll batters, runners and on-deck batters must wear double earflap, NOCSAE approved batting helmets with face guards. Chin straps are not required. **B. All Leagues.** Any league helmets DEFENSE – If a pitcher's helper is one of the infield positions, player must wear a helmet with attached facemask and heart guard for protection.
Uniforms – All teams must wear OYO-supplied uniforms for all games.	**Uniforms** – All teams must wear OYO-supplied uniforms for all games.
Metal Cleats – Metal cleats are permitted in 14U/16U Softball division only.	**Metal Cleats** – Metal cleats are permitted in 14U/16U Softball division only.

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10U, 12U and 14U/16U Pitchers – If a pitcher's undershirt sleeves are exposed, they shall not be yellow optic coloring. All non-optic solid colors are the only sleeve colors allowed for a pitcher to wear below the elbow. **08U, 10U, 12U and 14U/16U –** No player is allowed to wear any kind of jewelry (this includes rope bracelets and necklaces). Bracelets or necklaces identifying a medical condition will be allowed. If a player recently had their ears pierced, the player must place a band-aid or tape over the earring before being allowed on the field. No player will be allowed to participate if they refuse to remove their jewelry.	**10U, 12U and 14U/16U Pitchers** – If a pitcher's undershirt sleeves are exposed, they shall not be yellow optic coloring. All non-optic solid colors are the only sleeve colors allowed for a pitcher to wear below the elbow. **08U, 10U, 12U and 14U/16U –** No player is allowed to wear any kind of jewelry (this includes rope bracelets and necklaces). Bracelets or necklaces identifying a medical condition will be allowed. If a player recently had their ears pierced, the player must place a band-aid or tape over the earring before being allowed on the field. No player will be allowed to participate if they refuse to remove their jewelry.
RULE 4 – PLAYERS AND COACHES	
SPRING	**FALL**
Section 1. Players **A.** All leagues will adopt a policy of a continuous batting order that will include all players on the team's roster present for the game batting in order. 1. If a player starts and then leaves during the course of a regular season game, no penalty will be taken by the team. 2. During tournament play, if a player starts and then leaves a regulation tournament game prior to its completion for any reason, one out shall be taken by the team when the player's roster turn at-bat is encountered. Exception to this is rule is when the player leaves due to injury sustained as a result of play during the game. 3. If play of a tournament game is interrupted after a player leaves (i.e. by rain) and is rescheduled for completion at a later date, any player who previously left during the initial play and returns at the make-up time may re-enter without taking the necessary out. **Late Arrival Rule (Regular Season) –** Any player who was not present at the beginning of the game will be allowed to remain in the original batting order. If the player is not present when it is their turn to bat, they will be placed at the end of the batting order and can remain there until they arrive. There is no penalty imposed if the player is not present at the time of her bat. **Late Arrival Rule (Tournament) –** Any player who was not present at the beginning of the game will be allowed to remain in the original batting order. If the	**Section 1. Players** **A.** All leagues will adopt a policy of a continuous batting order that will include all players on the team's roster present for the game batting in order. 1. If a player starts and then leaves during the course of a regular season game, no penalty will be taken by the team. 2. During tournament play, if a player starts and then leaves a regulation tournament game prior to its completion for any reason, one out shall be taken by the team when the player's roster turn at-bat is encountered. Exception to this is rule is when the player leaves due to injury sustained as a result of play during the game. 3. If play of a tournament game is interrupted after a player leaves (i.e. by rain) and is rescheduled for completion at a later date, any player who previously left during the initial play and returns at the make-up time may re-enter without taking the necessary out. **Late Arrival Rule (Regular Season) –** Any player who was not present at the beginning of the game will be allowed to remain in the original batting order. If the player is not present when it is their turn to bat, they will be placed at the end of the batting order and can remain there until they arrive. There is no penalty imposed if the player is not present at the time of her bat. **Late Arrival Rule (Tournament) –** Any player who was not present at the beginning of the game will be allowed to remain in the original batting order. If the

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player is not present when it is their turn to bat, the batter can either remain in the batting order and accept an out for every at bat the batter is not present or be removed from the batting order. If the team chooses to take the out(s) for the missed batter, they are allowed to insert the player in any position. If a team chooses to remove the player from the batting order, the player cannot enter the game.

For all recreational league teams during the regular season, all players must play at least one (1) inning in the infield and one (1) inning in the outfield during the same game. *This requirement is excepted for tournament play. This rule does not apply for 14U/16U Softball.*

B. A team shall consist of players in the following positions.

1. Fast pitch and modified pitch.

08U – Limit of 13 players on the field and all players play the field at once. The positions are: Two pitcher's helpers (F1a, F1b), one catcher (F2), one first baseman (F3), one second baseman (F4), one third baseman (F5), one shortstop (F6) and up to six outfielders (F7-F12). Outfielders must stay on the outfield grass prior to the ball reaching the batter. No player is allowed to be closer than 35 ft from the back of home plate before the ball reaches the batter. The pitcher's helpers must keep both feet within the pitching circle before the ball reaches the batter.

To promote the speed of the game, the defensive team may choose to place an individual behind the catcher to assist with passed balls. Any individual behind the catcher who is younger than thirteen (13) years old must wear a helmet with a facemask.

08U Regular Season: A player can play a single defensive position for no more than three (3) innings. **Tournament:** A player may play the entire game at a single defensive position.

10U and 12U – Limit of 10 players on the field at once. The positions are: one pitcher (F1), one catcher (F2), one first baseman (F3), one second baseman (F4), one third baseman (F5), one shortstop (F6) and four outfielders (F7-F10). Outfielders must stay on the outfield grass prior to the ball reaching the batter. No player may sit

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out a second inning before all players present have sat out at least one inning. **14U/16U –** Limit of 9 players on the field at once. The positions are: One pitcher (F1), one catcher (F2), one first baseman (F3), one second baseman (F4), one third baseman (F5), one shortstop (F6) and three outfielders (F7-F9). Outfielders must stay on the outfield grass prior to the ball leaving the pitcher's hand. All players must play in the field for at least three (3) innings.	out a second inning before all players present have sat out at least one inning. **14U/16U –** Limit of 9 players on the field at once. The positions are: One pitcher (F1), one catcher (F2), one first baseman (F3), one second baseman (F4), one third baseman (F5), one shortstop (F6) and three outfielders (F7-F9). Outfielders must stay on the outfield grass prior to the ball leaving the pitcher's hand. All players must play in the field for at least three (3) innings.
Section 2. Pitchers **10U – Regular Season and Tournament:** A player may not pitch more than three (3) innings of the first five (5) innings in a game. Any player may pitch the 6th and subsequent innings in a game. Any pitcher – once removed – may re-enter into the pitching position only once. **12U – Regular Season and Tournament:** A player may not pitch more than three (3) innings of the first six (6) innings in a game. Any player may pitch the 7th and subsequent innings in a game. Any pitcher – once removed – may re-enter into the pitching position only once. **14U/16U – Regular Season (and Tournament):** A player may not pitch more than three (3) innings of the first six (6) innings in a game. Any player may pitch the 7th and subsequent innings in a game. Any pitcher – once removed – may re-enter into the pitching position only once.	**Section 2. Pitchers** **10U – Regular Season and Tournament:** A player may not pitch more than three (3) innings of the first five (5) innings in a game. Any player may pitch the 6th and subsequent innings in a game. Any pitcher – once removed – may re-enter into the pitching position only once. **12U – Regular Season and Tournament:** A player may not pitch more than three (3) innings of the first six (6) innings in a game. Any player may pitch the 7th and subsequent innings in a game. Any pitcher – once removed – may re-enter into the pitching position only once. **14U/16U – Regular Season (and Tournament):** A player may not pitch more than three (3) innings of the first six (6) innings in a game. Any player may pitch the 7th and subsequent innings in a game. Any pitcher – once removed – may re-enter into the pitching position only once.
Section 3. Catchers **10U and 12U –** Regular Season. A player may play the catcher position for no more than three (3) innings of the first six (6) innings in a game. Any player may play the catcher position in the 7th and subsequent innings in a game. **Tournament:** No limitation on players playing the catcher position. **All Leagues – Catcher Chatter to the Batter in Batter's Box** – Once a pitcher is in contact with the rubber, the catcher may not communicate with the batter until after the pitch (or play) is complete. If a catcher interferes with the batter through verbal communication, the play shall continue as the umpire shall signal Defensive Obstruction and	**Section 3. Catchers** **10U and 12U –** Regular Season. A player may play the catcher position for no more than three (3) innings of the first six (6) innings in a game. Any player may play the catcher position in the 7th and subsequent innings in a game. **Tournament:** No limitation on players playing the catcher position. **All Leagues – Catcher Chatter to the Batter in Batter's Box** – Once a pitcher is in contact with the rubber, the catcher may not communicate with the batter until after the pitch (or play) is complete. If a catcher interferes with the batter through verbal communication, the play shall continue as the umpire shall signal Defensive Obstruction and

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present the option to the offensive team to either accept the outcome of the play or award the batter 1st base and only runners in a force out situation may advance. *Note: There shall be one (1) warning per team per game, including Tournament.*

4.17 – **FORFEIT GAME**

All recreational* leagues *for Tournament Play Only If a team has less than six (6) players after 10 minutes past the scheduled game time, the team forfeits the game by a score of 5-0 (five-inning regulation game), 6-0 (six-inning regulation game), or 7-0 (seven-inning regulation game). No player substitutions from other teams or younger divisions will be permitted during the tournament. For teams with six (6) or more players present, they will not have to take an out in the batting order.

All recreational leagues for Regular Season Play – All teams will play regular season game regardless of the number of players present and will not have to take an out in the batting order. The umpires will be required to umpire and the team and available players will be required to play.

Section 4. Designated Players

All Leagues – Designated players shall not be allowed.

Section 5. Re-entry

A. Any player may be substituted. Player re-entry (except pitcher) shall be unlimited provided players occupy the same batting position and provided the player meets the requirements of mandatory play stated in Rule 4, section 1C.

Pitchers – Any pitcher, once removed, may re-enter into the pitching position only once.

Section 6. Substitutes

All leagues will adopt a policy of a continuous batting order that will include all players on the team's roster present for the game batting in order. Player substitution into the game defensively shall be unlimited provided the player occupies the same position in the batting order and provided the player meets the requirements of mandatory play stated in Rule 4, section 1C.

08U – There are no substitutions. All players present on the team roster play the field at once.

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Section 7. Illegal Players B. **Illegal re-entry.** A pitcher returns to the pitching position after being replaced twice.	**Section 7. Illegal Players** B. **Illegal re-entry.** A pitcher returns to the pitching position after being replaced twice.
Section 8. Adding Players A potential who registers late to play in any league within the Oaklandon Youth Organization after the release of rosters but before opening day shall be assigned by the Commissioner for the league to the team that is next in order to receive a player or that lacks the number of players in comparison with the other teams in that particular league. In this instance, the decision to assign the player is within the sole discretion of the Commissioner. Late registration of any potential player in any league within the Oaklandon Youth Organization after opening day is subject to the approval of the Commissioner for the league in which the player seeks to enter and the Executive Board. Should the Commissioner and the Executive Board approve the late registration of the player, the Vice President in charge of the softball league shall assign the player to the team that is next in order to receive a player or that lacks the number of players in comparison with the other teams in that particular league. In this instance, the decision to assign the player is within the sole discretion of the Vice President for the league.	**Section 8. Adding Players** A potential who registers late to play in any league within the Oaklandon Youth Organization after the player draft but before opening day shall be assigned by the Commissioner for the league to the team that is next in order to receive a player or that lacks the number of players in comparison with the other teams in that particular league. In this instance, the decision to assign the player is within the sole discretion of the Commissioner. Late registration of any potential player in any league within the Oaklandon Youth Organization after opening day is subject to the approval of the Commissioner for the league in which the player seeks to enter and the Executive Board. Should the Commissioner and the Executive Board approve the late registration of the player, the Vice President in charge of the softball league shall assign the player to the team that is next in order to receive a player or that lacks the number of players in comparison with the other teams in that particular league. In this instance, the decision to assign the player is within the sole discretion of the Vice President for the league.
Section 9. Evaluation of Players For all recreational leagues, the coaches for each team shall evaluate players at the end of the regular season but before the commencement of tournament play. Prior to tournament play, the coaches shall complete the online evaluations for all players on the coach's team to the Commissioner for the league. Should a coach complete the evaluations by the required time, he/she may be required to serve a penalty up to and including a one (1) game suspension to be enforced during his/her team's first game of the tournament.	**Section 9. Evaluation of Players** For all recreational leagues, the coaches for each team shall evaluate players at the end of the regular season but before the commencement of tournament play. Prior to tournament play, the coaches shall complete the online evaluations for all players on the coach's team to the Commissioner for the league. Should a coach complete the evaluations by the required time, he/she may be required to serve a penalty up to and including a one (1) game suspension to be enforced during his/her team's first game of the tournament.
Section 10. Coaches **A. 08U Defense –** The defensive team may place in the outfield no more than two (2) coaches to assist with instruction and teaching. A defensive coach may be placed near the backstop to assist with passed ball pitches. **B. 08U Offense –** The offensive team shall have one coach in the pitching circle and no more than two (2) base coaches on the field. There shall also not be	**Section 10. Coaches** **A. 08U Defense –** The defensive team may place in the outfield no more than two (2) coaches to assist with instruction and teaching. A defensive coach may be placed near the backstop to assist with passed ball pitches. **B. 08U Offense –** The offensive team shall have one coach in the pitching circle and no more than two (2) base coaches on the field. There shall also not be

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any other loose equipment outside of the dugout area. Base coaches are the only offensive coaches on the field allowed to coach offensive batters and runners. The coach-pitcher is not allowed to coach runners or batter once he/she has pitched the ball to the batter until the end of the play and the coach-pitcher has the ball in his/her hand. **C. 10U, 12U and 14U/16U –** The offensive and defensive teams are permitted to have coaches outside of the dugout area. They must remain immediately in front of and as close to the dugout fence as possible. They are permitted to use a bucket as a seat, provided they ensure it does not interfere with a play. They shall also NOT have any loose equipment outside of the dugout area. PENALTY (for A-C): If a thrown ball/batted ball hits a coach or loose equipment OR that causes interference with a play or advancement of runners, the ball shall become dead and the Umpire, at their discretion, may call an out(s), award bases or return runners.	any other loose equipment outside of the dugout area. Base coaches are the only offensive coaches on the field allowed to coach offensive batters and runners. The coach-pitcher is not allowed to coach runners or batter once he/she has pitched the ball to the batter until the end of the play and the coach-pitcher has the ball in his/her hand. **C. 10U, 12U and 14U/16U –** The offensive and defensive teams are permitted to have coaches outside of the dugout area. They must remain immediately in front of and as close to the dugout fence as possible. They are permitted to use a bucket as a seat, provided they ensure it does not interfere with a play. They shall also NOT have any loose equipment outside of the dugout area. PENALTY (for A-C): If a thrown ball/batted ball hits a coach or loose equipment OR that causes interference with a play or advancement of runners, the ball shall become dead and the Umpire, at their discretion, may call an out(s), award bases or return runners.

RULE 5 – THE GAME

SPRING	FALL
Section 1. Regulation Game A. **08U** – A regulation game is 6 innings or 1h 40min, whichever comes first. B. **10U** – A regulation game is 6 innings or 1 hour and 45 minutes, whichever comes first. C. **12U, 14U/16U –** A regulation game is 7 innings or 1 hour and 45 minutes, whichever comes first. D. **08U and 10U –** A tournament game that is tied at the end of 6 innings shall use the tie breaker rule: Rule 5, section 11. E. **12U and 14U/16U-** A tournament game that is tied at the end of 7 innings shall use the tie breaker rule: Rule 5, section 11. F. **08U and 10U –** A game called by the park advisor shall be regulation if four or more complete innings have been played or after 3½ innings if the team second at bat is ahead. G. **12U and 14U/16U –** A game called by the park advisor shall be regulation if five or more complete innings have been played or after 4½ innings if the team second at bat is ahead.	**Section 1. Regulation Game** A. **08U and 10U** – A regulation game is 6 innings or 1h 45 min, whichever comes first. B. **12U and 14U/16U**- A regulation game is 7 innings or 1h 45 min, whichever comes first**.** C. **08U and 10U –** A tournament game that is tied at the end of 6 innings shall use the tie breaker rule: Rule 5, section 11. D. **12U and 14U/16U –** A tournament game that is tied at the end of 7 innings shall use the tie breaker rule: Rule 5, section 11. E. **08U and 10U –** A game called by the park advisor shall be regulation if four or more complete innings have been played or after 3½ innings if the team second at bat is ahead. F. **12U and 14U/16U –** A game called by the park advisor shall be regulation if five or more complete innings have been played or after 4½ innings if the team second at bat is ahead. G. **Regular season**: **All Leagues.** If a game fails to reach the 45-minute mark based on the scheduled start time, it shall not be considered a regulation game and may be rescheduled as scheduling time permits.

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H. **Regular season**: **All Leagues.** If a game fails to reach the 45-minute mark based on the scheduled start time, it shall not be considered a regulation game and may be rescheduled as scheduling time permits.

I. **Regular season**: **All Leagues.** Games that are tie games at the time limit shall be considered a "Tie Game" and will not be resumed.

J. **Regular Season- Suspended game** – **All Leagues**. A game may be called for weather or darkness by the park advisor only. A game may be suspended by the park advisor or the umpire for any reason. The umpire or park advisor may extend the game time limit to account for an extended suspension of play.

K. **Tournament – Suspended game – All Leagues.** A game may be called for weather or darkness by the park advisor only. A game may be suspended by the park advisor or the umpire for any reason. The umpire or park advisor may extend the game time limit to account for an extended suspension of play. If a game fails to reach the regulation minimum limit of 5 innings (4 innings for 08U, 10U), it will be suspended and completed at a later date and time determined by the league. The suspended game will resume from the exact point it was stopped with the same game clock time. The game will continue until it's a regulation game (6 or 7 innings) or the time limit is reached, whichever comes first.

Section 2. Conferences

Defensive Conferences: There shall be only three charged conferences between the manager or other team representative from the dugout with any defensive player(s) in a six inning (**08U and 10U**) or seven inning (**12U and 14U/16U**) game. For every inning beyond regulation, there shall be one charged conference per inning.

Section 3. Runs per Inning Rule

14/16U – No team may score more than six (6) runs in an inning, except for the seventh and any subsequent innings during which a team may score a maximum of ten (10) runs per inning. All seven (7) innings shall be played if time permits.

12U – No team may score more than five (5) runs in an inning, except for the seventh and any subsequent innings during which a team may score a maximum of ten (10) runs per inning. All seven (7) innings shall be played if time permits.

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I. **Regular Season- Suspended game** – **All Leagues**. A game may be called for weather or darkness by the park advisor only. A game may be suspended by the park advisor or the umpire for any reason. The umpire or park advisor may extend the game time limit to account for an extended suspension of play.

J. **Tournament – Time Limit – All Leagues:** No new inning shall begin after the time limit of 1hr 45 min. During the tournament, teams will complete the current inning of play before determining the winner.

K. **Tournament – Suspended game – All Leagues.** A game may be called for weather or darkness by the park advisor only. A game may be suspended by the park advisor or the umpire for any reason. The umpire or park advisor may extend the game time limit to account for an extended suspension of play. If a game fails to reach the regulation minimum limit of 5 innings (4 innings for 08U and 10U), it will be suspended and completed at a later date and time determined by the league. The suspended game will resume from the exact point it was stopped with the same game clock time. The game will continue until it's a regulation game (6 or 7 innings) or the time limit is reached, whichever comes first.

Section 2. Conferences

Defensive Conferences: There shall be only three charged conferences between the manager or other team representative from the dugout with any defensive player(s) in a six inning (**08U and 10U**) or seven inning (**12U and 14U/16U**) game. For every inning beyond regulation, there shall be one charged conference per inning.

Section 3. Runs per Inning Rule

14/16U – No team may score more than six (6) runs in an inning, except for the seventh and any subsequent innings during which a team may score a maximum of ten (10) runs per inning. All seven (7) innings shall be played if time permits.

12U – No team may score more than five (5) runs in an inning, except for the seventh and any subsequent innings during which a team may score a maximum of ten (10) runs per inning. All seven (7) innings shall be played if time permits.

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During the tournament, teams may score an unlimited number of runs in the seventh and all subsequent innings as the 10-run maximum rule does not apply during tournament games.	During the tournament, teams may score an unlimited number of runs in the seventh and all subsequent innings as the 10-run maximum rule does not apply during tournament games.
08U and 10U – No team may score more than five (5) runs in an inning, except for the sixth and any subsequent innings during which a team may score a maximum of ten (10) runs per inning. All six (6) innings shall be played if time permits.	**08U and 10U** – No team may score more than five (5) runs in an inning, except for the sixth and any subsequent innings during which a team may score a maximum of ten (10) runs per inning. All six (6) innings shall be played if time permits.
During the tournament, teams may score an unlimited number of runs in the sixth and all subsequent innings as the 10-run maximum rule does not apply during tournament games.	During the tournament, teams may score an unlimited number of runs in the sixth and all subsequent innings as the 10-run maximum rule does not apply during tournament games.
Section 4. Time Limit Rule	**Section 4. Time-Limit Rule**
A. **ALL LEAGUES:** The game end immediately at their specified time (as defined in Rule 5, Section 1). During the tournament, teams will complete the current inning of play before determining the winner.	**A. ALL LEAGUES:** The game end immediately at 1 hour 45 min. During the tournament, teams will complete the current inning of play before determining the winner.
B. **CURFEW – 08U, 10U and 12U:** At 10 p.m., no new inning may be started after 10 p.m. Innings starting prior to 10 p.m. will be played to completion with the game's final score reflected as the last full inning played. The game will be considered a complete game.	**B. CURFEW – 08U, 10U and 12U:** At 10 p.m., no new inning may be started after 10 p.m. Innings starting prior to 10 p.m. will be played to completion with the game's final score reflected as the last full inning played. The game will be considered a complete game.
C. TOURNAMENT TIME LIMIT: Except for the Championship Game or "if needed" championship games, no new inning will begin after the time limit has been reached. Once the time limit has been reached, the game will complete the current inning unless the home team has the lead. If the home team has the lead, the manager of the opposing team will concede the victory to the home team. Should the game end in a tie, play will continue using the **Tie-Breaker Rule**.	**C. TOURNAMENT TIME LIMIT:** Except for the Championship Game, no new inning will begin after the time limit has been reached. Once the time limit has been reached, the game will complete the current inning unless the home team has the lead. If the home team has the lead, the manager of the opposing team will concede the victory to the home team. Should the game end in a tie, play will continue using the **Tie-Breaker Rule**.
D. CHAMPIONSHIP GAMES – All championship games, will follow a 2 hour, 15 minute, finish the inning, time limitation.	**D. CHAMPIONSHIP GAMES** – All tournament games, including championship games, will follow same time limitations followed throughout the tournament.
Section 5. Tie-Breaker Rule	**Section 5. Tie-Breaker Rule**
A. If after the completion of seven innings (6 innings for 08U and 10U) the score is tied, the following tie breaker rule will be played to determine the winner.	A. If after the completion of seven innings (6 innings for 08U and 10U) the score is tied, the following tie breaker rule will be played to determine the winner.
B. The last available batter in the order of the "visitor" team (first team at bat) will be placed	B. The last available batter in the order of the "visitor" team (first team at bat) will be placed

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on second base with no outs. Play will resume, starting each half inning with the available batter in the order on second base until a team is declared in the lead at the completion of the inning.	on second base with no outs. Play will resume, starting each half inning with the available batter in the order on second base until a team is declared in the lead at the completion of the inning.
All leagues Regular Season Play: We will have no mercy rule or run ahead rule. Games will be complete when the time limit rule is met or the appropriate number of innings have been completed for each age group.	**All leagues Regular Season Play:** We will have no mercy rule or run ahead rule. Games will be complete when the time limit rule is met or the appropriate number of innings have been completed for each age group.
Leagues Tournament Play (08U and 10U): If after four (4) innings (or three and one half innings if the home team is ahead) one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. *NOTE: If the visiting team has a lead of fifteen (15) runs or more, the home team must bat in its half of the inning.*	**Leagues Tournament Play (08U and 10U):** If after four (4) innings (or three and one half innings if the home team is ahead) one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. *NOTE: If the visiting team has a lead of fifteen (15) runs or more, the home team must bat in its half of the inning.*
Leagues Tournament Play (12U): If after five (5) innings (or four and one half innings if the home team is ahead) one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. *NOTE: If the visiting team has a lead of fifteen (15) runs or more, the home team must bat in its half of the inning.*	**Leagues Tournament Play (12U):** If after five (5) innings (or four and one half innings if the home team is ahead) one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. *NOTE: If the visiting team has a lead of fifteen (15) runs or more, the home team must bat in its half of the inning.*
Leagues Tournament Play (14U/16U): If after four (4) innings (or four and one half innings if the home team is ahead) one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. NOTE: If the visiting team has a lead of ten (10) runs or more, the home team must bat in its half of the inning.	**Leagues Tournament Play (14U/16U):** If after four (4) innings (or four and one half innings if the home team is ahead) one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. NOTE: If the visiting team has a lead of ten (10) runs or more, the home team must bat in its half of the inning.

RULE 6 – PITCHING REGULATIONS

SPRING	FALL
Section 1. Preliminaries	**Section 1. Preliminaries**
08U – The coach-pitcher must complete the pitch fully within the 16-foot diameter circle. If the pitcher steps outside the circle when making a pitch, the ball is immediately dead.	**08U** – The coach-pitcher must complete the pitch fully within the 16-foot diameter circle. If the pitcher steps outside the circle when making a pitch, the ball is immediately dead.
Both pitcher's helpers must also have both feet completely within the pitcher's circle and may not be closer than 35 feet from the back of home plate. Pitcher's helpers are not allowed to leave the pitcher's circle or advance towards home plate until the ball reaches the batter.	Both pitcher's helpers must also have both feet completely within the pitcher's circle and may not be closer than 35 feet from the back of home plate. Pitcher's helpers are not allowed to leave the pitcher's circle or advance towards home plate until the ball reaches the batter.
Penalty: If the batter does not hit the ball or if the batter hits the ball and the pitcher's helper is not involved in an initial or	**Penalty:** If the batter does not hit the ball or if the batter hits the ball and the pitcher's helper is not involved in an initial or

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subsequent play on the batted ball, there is no penalty. If the pitcher's helper is involved in an initial or subsequent play on the batted ball, the batter will be awarded first base and all runners will be allowed to advance one base. Alternatively, the offensive team may choose to keep the outcome of the play.

Section 2. Intentional Walks

08U – Intentional walks are not allowed.

Section 3. Illegal Pitch Effect

10U – If an illegal pitch is thrown to the batter and the ball is not hit or the batter is not hit by the pitch, the pitch shall be called NO PITCH and the ball shall be immediately dead. No runners may advance and the count on the batter stays the same as before the pitch. If an illegal pitch is hit by the batter or the batter is hit by the pitch and the batter-runner reaches 1B safely and all runners advance at least one base, the effect of the illegal pitch shall be nullified and the play will stand. Otherwise, the coach may take the play or the effect of the illegal pitch (NO PITCH).

12U – If an illegal pitch is thrown to the batter and the ball is not hit or the batter is not hit by the pitch, the pitch shall be called a ball and all base runners shall advance one base. If an illegal pitch is hit by the batter or the batter is hit by the pitch and the batter-runner reaches 1B safely and all runners advance at least one base, the effect of the illegal pitch shall be nullified and the play will stand. Otherwise, the coach may take the play or the effect of the illegal pitch. *Note: There shall be one (1) warning per pitcher per game, including Tournament.*

Section 4. Dropped Ball

10U, 12U and 14U/16U – If the ball slips from the pitcher's hand during the delivery, a ball is declared on the batter. The ball will remain in play and the runners may advance at their own risk. Runners may advance as soon as the pitcher releases the ball.

Section 5. Softball Pitcher's Mask

10U, 12U and 14U/16U – For all softball leagues where a player-pitcher is utilized, the pitcher must wear a face mask while playing the position

subsequent play on the batted ball, there is no penalty. If the pitcher's helper is involved in an initial or subsequent play on the batted ball, the batter will be awarded first base and all runners will be allowed to advance one base. Alternatively, the offensive team may choose to keep the outcome of the play.

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RULE 7 – BATTING

SPRING

Section 1. Thrown Bat

08U – If a batter throws their bat and hits any person on the field (defensive/ offensive player, coach or umpire), the ball is dead and the batter will be called out. This penalty will be enforced only after a team has been given a warning there shall be only one warning per team per game.

10U, 12U and 14U/16U – If a batter throws their bat and hits any person on the field (defensive/ offensive player, coach or umpire), the ball is dead and the batter will be called out.

Section 2. Batting Order

All Leagues – All softball divisions will adopt a policy of a continuous batting order that will include all players on the team roster present for the game batting in order.

08U – Each player shall receive a limit of five (5) pitches or three (3) strikes. If the player does not hit a fair ball within the five pitches or three strikes, the player is "out." The batter is still alive on a foul third strike or a fouled 5th pitch.

Section 3. Hit by Pitch – A batter must make an effort to get out of the way of a thrown pitch.

FALL

Section 1. Thrown Bat

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RULE 8 – BATTER-RUNNER AND RUNNER

SPRING

Section 1. The Batter Becomes a Batter-Runner

A. **08U –** The batter becomes a runner when a batted ball is hit which goes between the first base and third base lines. If a fair batted ball hits the coach-pitcher before touching a defensive player, the ball is immediately dead and all runners must return to the base they occupied before the pitch. The batter is returned to the plate with the same count as before. Interference may be ruled when the coach-pitcher hinders a fielder from making a play on a batted ball.

B. **08U and 10U –** Batter may not advance to first on a dropped third strike. Batter is out.

C. **08U –** Walks are not allowed.

D. **08U –** Walks are not allowed when a pitched ball touches the batter's person or clothing.

FALL

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D. **08U –** Walks are not allowed when a pitched ball touches the batter's person or clothing.

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Section 2. The Batter-Runner is Out

08U and 10U – The infield fly rule is not in effect.

Section 3. Runners are Entitled to Advance with Liability to be Put Out

A. **08U –** When a pitched ball is batted.

B. **10U, 12U and 14U/16U –** When the pitcher releases the ball.

C. **08U –** Until the umpire calls time. The umpire will call time when a pitcher's helper has control of the ball within the pitching circle or when the advancement of the lead runner has been stopped by the defensive team. Runners who have passed the 30ft hash-mark when time is called will be allowed to proceed to the next base without liability to be put out.

D. **08U –** Using their judgment, the umpire will call time only when (1) a pitcher's helper has control of the ball within the pitching circle, (2) the advancement of the lead runner has been stopped by the defensive team, (3) the ball goes out of play or no runners are advancing or (4) the coach pitcher touches the ball. Runners who have passed the 30-foot hash-mark when time is called will be allowed to proceed to the next base without liability to be put out.

E. **08U** – If a runner leaves the base early and ball is hit in play, the defense has a chance to put both runners out. After the umpire declares the runner leaving the base early, the defensive coach can choose to take the result of the play or the runner leaving early to be out and the batter to return to bat with the same count.

If the ball is not put in play the ball should be immediately dead and "No Pitch" declared. the runner leaving early should be called out and the batter returning to the same count. *Note: There shall be one (1) warning per team per game, including Tournament.*

F. **08U –** Base stealing is not allowed.

G. **10U –** A runner may advance a maximum of one (1) base per pitch. The base runner cannot steal a second base in the event of an overthrow.

H. **10U and 12U** – Base runners may steal home.

I. **10U –** On a walk, the walked batter cannot steal 2nd base until after the next pitch.

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D. **08U –** Using their judgment, the umpire will call time only when (1) a pitcher's helper has control of the ball within the pitching circle, (2) the advancement of the lead runner has been stopped by the defensive team, (3) the ball goes out of play or no runners are advancing or (4) the coach pitcher touches the ball. Runners who have passed the 30-foot hash-mark when time is called will be allowed to proceed to the next base without liability to be put out.

E. **08U** – If a runner leaves the base early and ball is hit in play, the defense has a chance to put both runners out. After the umpire declares the runner leaving the base early, the defensive coach can choose to take the result of the play or the runner leaving early to be out and the batter to return to bat with the same count.

If the ball is not put in play the ball should be immediately dead and "No Pitch" declared. the runner leaving early should be called out and the batter returning to the same count. *Note: There shall be one (1) warning per team per game, including Tournament.*

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I. **10U –** On a walk, the walked batter cannot steal 2nd base until after the next pitch.

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J. 10U – Once the pitcher has control of the ball in the pitcher's circle and is not attempting to make a play on a runner (including a fake or threatened throw); any runner stopped on a base must stay on the base and any runner not on a base must immediately either advance toward the next base or return to the previous base. Any subsequent change in direction or stop by the runner while off the base will result in the runner being called out, so long as the pitcher does not attempt to make a play. *Note: There shall be one (1) warning per team per game, including Tournament.*	**J. 10U –** Once the pitcher has control of the ball in the pitcher's circle and is not attempting to make a play on a runner (including a fake or threatened throw); any runner stopped on a base must stay on the base and any runner not on a base must immediately either advance toward the next base or return to the previous base. Any subsequent change in direction or stop by the runner while off the base will result in the runner being called out, so long as the pitcher does not attempt to make a play. *Note: There shall be one (1) warning per team per game, including Tournament.*
K. 10U – The base runner is out when the runner fails to keep contact with the base to which the runner is entitled until the ball leaves the pitcher's hand. The ultimate effect is the following: • The ball is dead • "No pitch" shall be declared • The runner is out *Note: There shall be one (1) warning per team per game during the Regular Season. No warning is in effect during the Tournament.*	**K. 10U –** The base runner is out when the runner fails to keep contact with the base to which the runner is entitled until the ball leaves the pitcher's hand. The ultimate effect is the following: • The ball is dead • "No pitch" shall be declared • The runner is out *Note: There shall be one (1) warning per team per game during the Regular Season. No warning is in effect during the Tournament.*
Section 6. Runners are Entitled to Advance without Liability to be Put Out	**Section 6. Runners are Entitled to Advance without Liability to be Put Out**
A. 08U – If a fair batted ball touches a defensive coach standing in the outfield grass, the batter and all runners are awarded three bases from the time of the pitch; the ball is live.	**A. 08U –** If a fair batted ball touches a defensive coach standing in the outfield grass, the batter and all runners are awarded three bases from the time of the pitch; the ball is live.
B. 10U – Runners are not allowed to advance on an illegal pitch.	**B. 10U –** Runners are not allowed to advance on an illegal pitch.
Section 7. Runners Must Return to Base	**Section 7. Runners Must Return to Base**
A. 08U – If a thrown ball touches the coach-pitcher, the ball is immediately dead and all runners must return to the last base they touched. The coach-pitcher must not interfere (intentionally or unintentionally) with play on the field. Interference may be ruled when the coach-pitcher hinders a fielder from making a play on a batted or thrown ball.	**A. 08U –** If a thrown ball touches the coach-pitcher, the ball is immediately dead and all runners must return to the last base they touched. The coach-pitcher must not interfere (intentionally or unintentionally) with play on the field. Interference may be ruled when the coach-pitcher hinders a fielder from making a play on a batted or thrown ball.
B. 08U – If a fair batted ball hits the coach-pitcher before touching a defensive player, the ball is immediately dead and all runners must return to the base they occupied before the pitch. The batter is returned to the plate with the same count as before. Interference may be ruled when	**B. 08U –** If a fair batted ball hits the coach-pitcher before touching a defensive player, the ball is immediately dead and all runners must return to the base they occupied before the pitch. The batter is returned to the plate with the same count as before. Interference may be ruled when the

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the coach-pitcher hinders a fielder from making a play on a batted ball. **Section 8. Courtesy Runners** **A.** Teams may substitute a runner for the catcher only when there are two (2) outs. The substitute runner must be the last available batter in the order that is not a current runner.	coach-pitcher hinders a fielder from making a play on a batted ball. **Section 8. Courtesy Runners** **A.** Teams may substitute a runner for the catcher only when there are two (2) outs. The substitute runner must be the last available batter in the order that is not a current runner.

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RULE 9 – PROTESTS

SPRING

Section 1. Protests shall be considered only when based on a violation of the playing rules. No protest shall be considered on a decision involving umpire's or park advisor's judgment.

A. Regular Season: Protests shall be resolved immediately before the next play. Protests may only be made by the manager or head coach. Upon being presented with a protest by the manager or head coach, the plate umpire shall suspend play and call all the field umpires together in consultation with no manager, coach, or player present. The plate umpire will decide immediately on the protest before the game is resumed and his decision is final. Protests are not allowed after another play has occurred.

B. Tournament: The protesting manager shall immediately and before any succeeding play begins, notify the plate umpire that the game is being played under protest. All protests must also be submitted in writing to the OYO President within 30 minutes after completion of the game and must be accompanied by $100.00 in cash. Checks, credits cards and IOUs will not be accepted. Protests will not be accepted for review by the league without the cash payment. A committee composed of the league President, league Commissioner, UIC and one or more Executive Board Member(s) shall hear and resolve any such protest by midnight. If the protest is allowed, the $100.00 cash payment will be returned to the protesting coach and the game will be resumed from the exact point when the infraction occurred. If the protest is denied, the $100.00 cash will not be returned and be awarded to The 24 Group.

FALL

Section 1. Protests shall be considered only when based on a violation of the playing rules. No protest shall be considered on a decision involving umpire's or park advisor's judgment.

A. Regular Season: Protests shall be resolved immediately before the next play. Protests may only be made by the manager or head coach. Upon being presented with a protest by the manager or head coach, the plate umpire shall suspend play and call all the field umpires together in consultation with no manager, coach, or player present. The plate umpire will decide immediately on the protest before the game is resumed and his decision is final. Protests are not allowed after another play has occurred.

B. Tournament: The protesting manager shall immediately and before any succeeding play begins, notify the plate umpire that the game is being played under protest. All protests must be presented to the Advisor on Duty and must be accompanied by $100.00 in cash. Checks, credits cards and IOUs will not be accepted. Protests will not be accepted for review by the league without the cash payment. A committee composed of one board member unaffiliated with the game and all umpires affiliated with the game will review and resolve the protest immediately. As needed, the Advisor on Duty may be free to consult with another executive board member, league commissioner or Umpire In Chief, when in doubt. If the protest is allowed, the $100.00 cash payment will be returned to the protesting coach and the game will be resumed from the exact point when the infraction occurred. If the protest is denied, the $100.00 cash payment will not be returned and be awarded to The 24 Group.

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RULE 10 – UMPIRES

SPRING	FALL
Section 1. Power and Duties **A.** If a coach is removed (ejected) from the game by the umpire, the coach may not participate in the team's next game(s) as specified in the OYO Code of Conduct. **B.** **The Umpire: All Leagues –** If a coach or player is removed (ejected) from a game by the umpire, the coach or player may not participate in the team's next game(s) as specified in the OYO Code of Conduct, without written approval from OYO Executive Board.	**Section 1. Power and Duties** **A.** If a coach is removed (ejected) from the game by the umpire, the coach may not participate in the team's next game(s) as specified in the OYO Code of Conduct. **B.** **The Umpire: All Leagues –** If a coach or player is removed (ejected) from a game by the umpire, the coach or player may not participate in the team's next game(s) as specified in the OYO Code of Conduct, without written approval from OYO Executive Board.

RULE 11 – SCORING

SPRING	FALL
Section 1. The Official Scorer There shall be two official scorers per game: one on the home team and one on the visiting team. Each official scorer must record the results of the game in an official scorebook provided by the league. In the event that only one team provides an official scorer, that scorer will become the official scorer for the game. The team's manager shall inform the umpires of the official scorer's identity before the game. The official scorers will consult with each other after each inning. If a discrepancy occurs between the two scorers, the scorers will inform the umpire immediately and the umpire will suspend play until the discrepancy is resolved. In the event that the discrepancy in the score cannot be resolved in less than five (5) minutes, the umpire will consult both score sheets and decide the score of the game. If the umpires cannot agree, the plate umpire's ruling shall be followed. The umpire's decision on the game score shall be final and may not be protested.	**Section 1. The Official Scorer** There shall be two official scorers per game: one on the home team and one on the visiting team. Each official scorer must record the results of the game in an official scorebook provided by the league. In the event that only one team provides an official scorer, that scorer will become the official scorer for the game. The team's manager shall inform the umpires of the official scorer's identity before the game. The official scorers will consult with each other after each inning. If a discrepancy occurs between the two scorers, the scorers will inform the umpire immediately and the umpire will suspend play until the discrepancy is resolved. In the event that the discrepancy in the score cannot be resolved in less than five (5) minutes, the umpire will consult both score sheets and decide the score of the game. If the umpires cannot agree, the plate umpire's ruling shall be followed. The umpire's decision on the game score shall be final and may not be protested.

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